

## DAFTAR REFERENSI

- American Medical Association. (2008). *Featured report: Emotional and Behavioral Effects of Video Games and Internet Overuse (A-07)*. Retrieved 20 November 2008, from: <http://www.ama-assn.org/ama/pub/category/print/17694.html>.
- Anastasi, A., & Urbina, S. (1997). *Psychological Testing*. (7th Ed). USA: Prentice Hall.
- Basyuni, M., F. (1999) Keberadaan *Internet Addiction Disorder* pada Dewasa Muda Berwargenegara Indonesia (skripsi – tidak dipublikasikan). Depok: Fakultas Psikologi UI.
- Blais, J.J., Craig, W.M., Pepler, D., Connolly, J. (2007). Adolescents Online: The Importance of Internet Activity Choices to Salient Relationships. *Journal Youth Adolescence*, 37:522-536.
- Boden, J. M. (2008). Social Influence and Vulnerability. *Commentary/Redish et al.: A unified framework for addiction*. *Behavioral and Brain Science* 31:4.
- Burton, L., J. (2002). *An Interactive Approach to Writing Essay and Research Report in Psychology*. Australia: John Wiley & Sons.
- BusinessWire. (2005). *DFC Intelligence Forecasts Video Game Industry to Rival Size of Global Music Business*. Retrieved 12 April 2009, from [http://www.findarticles.com/p/articles.mi\\_m0EIN/is\\_2005\\_Nov\\_9/ai\\_n15786004](http://www.findarticles.com/p/articles.mi_m0EIN/is_2005_Nov_9/ai_n15786004)
- Charlton, J. P., Danforth, I.D.W. (2007). Distinguishing addiction and high engagement in the context of online game playing. *Journal Computers in Human Behaviour*. University of Bolton.
- Crocker, L., & Algina, J. (1973). *Introduction to Classical and Modern Test Theory*. USA: Holt & Winston Inc.
- Dodge, K. A., Pettit, G. S., McClaskey, C. L., Brown, M. M., Gottman, J. M. (1986) *Social Competence in Children. Monographs of the Society for Research in Child Development*, Vol. 51, No. 2.

- Fiutami, A. (2007) Pola Kecanduan *Internet Games* Ragnarok dan Counter Strike: Studi pada Dua Orang Remaja Yang Berhasil Mengatasi Kecanduan (skripsi – tidak dipublikasikan). Depok: Fakultas Psikologi UI.
- Funk, J. B., Baldacci, H. B., Pasold, T., Baumgardner, J. (2004) Violence exposure in real-life, video games, television, movies, and the internet: is there desensitization? *Journal of Adolescence* 27;23–39.
- Goldberg, I. (1996). *Internet Addiction Disorder Support Group*. Retrieved 12 April 2009, from <http://web.urz.uni-heidelberg.de/Netzdienste/anleitung/wwwtips/8/addict.html>
- Goode, W. J. & Hatt, P. K. (1981). *Method in Social Research*. Tokyo: McGraw Hill.
- Hovart, A. T. (1989). “Coping with Addiction.” Retrieved 16 December 2008. Website: <http://www.cts.com/babsmrt/coping.htm>.
- Kaplan, R. M., & Sacuzzo, D. P. (2005). *Psychological Testing* 5th Ed. Singapore: Thomson Wadsworth.
- Kem. L. (2005). *Gamer addiction: A threat to student success!* What advisors need to know., 13.58 from *NACADA Clearinghouse of Academic Advising Resources* Web site: <http://www.nacada.ksu.edu/Clearinghouse/AdvisingIssues/Gamer-Addiction.htm>
- Kerlinger, F. N., Lee, H. B. (2000). *Foundations of Behavioral Research* 4th Ed. Sydney: Harcourt College Publishers.
- Kraut, R., Patterson, M., Lundmark, V., Kiesler, S., Mukopadhyay, T., Scherlis, W. (1998). Internet Paradox – A Social Technology that Reduces Social Involvement and Psychological Well-Being?, *American Psychologist* 53(9): 1017-31.
- Lestari, W. (2000). *Penyusunan Tes Keterampilan Sosial Remaja (TKSR)* (skripsi – tidak dipublikasikan). Depok: Fakultas Psikologi UI.
- Loton, D. (2007). *Problem Video Game Playing, Self Esteem and Social Skills: An Online Study* (Thesis – Unpublished). Australia: Victoria University.
- McMurrin, M. (1994). *The Psychology of Addiction*. US: Taylor & Francis.

- Merrel, K. W. (2003). *Behavioral, Social, and Emotional Assessment of Children and Adolescents*, 2nd edition. London: Lawrence Erlbaum Associates.
- Merrel, K. W., Gimpel, G. A. (1997). *Social Skills of Children and Adolescents: Conceptualization, Assessment, Treatment*. London: Lawrence Erlbaum Associates, Inc.
- Miller, P. H. (1993). *Theories of Developmental Psychology* 3rd Ed. New York: W. H. Freeman and Company.
- Monks, F. J., Knoers, A. M. P., & Haditono, S. R. (2001). *Psikologi Perkembangan*. Yogyakarta: Gadjah Mada University Press.
- Orleans, M. & Laney, M. C. (1997). *Early Adolescent Computer Use: Isolation or Sociation?*, Sociology Department, CSUF.
- Papalia, D. E., Olds, S. W., Feldman, R. D. (2004). *Human Development, 9th Edition*. Singapore: McGraw Hill.
- Philips, B. S. (1971). *Social Research: Strategy & Tactics* (2<sup>nd</sup> Ed.) New York: The Macmillan Company.
- Riggio, R.E. and Carney, D.C. (2003), *Manual for the Social Skills Inventory, 2<sup>nd</sup> ed.* Mountain View, CA: Mind Garden.
- Riggio, R.E., Reichard, R.J. (2008). The Emotional and Social Intelligences of Effective Leadership: An Emotional and social skill approach. *Journal of Managerial Psychology*, 23, No. 2, pp 168-185.
- Sarwono, S., W. (2001) *Psikologi Remaja*, cetakan keenam. Jakarta: PT RajaGrafindo Persada.
- Simmons, L. L. (2008) *Family Influences & Addiction*. Retrieved 12 April 2009. Website:[http://odc.ixtens.com/everything/article.aspx?p\\_PageAlias=article&aid=20463](http://odc.ixtens.com/everything/article.aspx?p_PageAlias=article&aid=20463)
- Subrahmanyam, K., Kraut, R. E., Greenfield, P. M., Gross, E. F. (2000) *The Impact of Home Computer Use on Children's Activities and Development. The Future of Children*, 10:2, Children and Computer Technology. pp. 123-144.
- Syaifudin, A. Z. "Tantangan dan Peluang Ekonomi Internet di Indonesia" Online posting. 07 December 2008. UKM SHARE ITB <<http://www.km.itb.ac.id/web/index.php>>